

Partners

"I'm going to miss all this... Running around, having a hostage. It's been fun."
– *The Wrong Mans*

Players: 2

Players are partners on a mission – whether it's stealing a diamond, catching a crook or saving a hostage.

Players take turns. First they say what their character is going to try to do, then roll 2 d6. Using the table below, the other player describes what happens as a result and then takes their turn – deciding what their character does in response.

2-4	5-6	7	8-9	10-12
Something goes horribly wrong . A trusted friend betrays, a villain's twist is revealed, an alarm sounds.	It's no good! The lock jams, the gun is empty, the contact knows nothing.	Everything goes according to plan. The lock pops open, the shot finds its target, a clue is discovered.	Better than expected! The vault holds more than planned, the guard doesn't care, the crook left something behind.	Something goes terribly right . The explosion's too big, the deception results in mistaken identity, success has unintended consequences.

Players are encouraged to keep the initial setup simple, up the ante regularly and add in new elements during play – particularly when things go horribly wrong or terribly right.